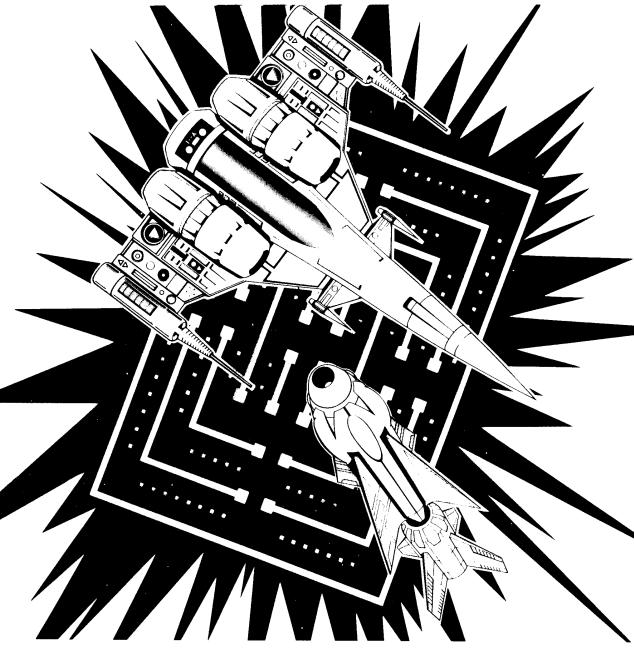
# SPACE color CHASERL



AND PARTS CATALOG



TAITO CORPORATION

NOTE.1 THE RELATION BETWEEN COIN AND CREDIT

			į.	SW. 1						က်	SW. 2				
	F-4	2	8	4	വ	9	7	ī	a	3	4	5	9	7	8
1 COIN 1 PLAY	NO	ON	ON	NO	ON	OFF	OFF	NO	OFF	OFF	OFF	OFF	O F F	NO	OFF
2 COIN 1 PLAY	Ξ	11	#	11		н	1	OFF	NO	OFF	Ξ	Ξ	=	Ξ	Ξ
3 COIN 1 PLAY	11	11	11	11	11	:	11	=	OFF	NO	=	=	Ξ	=	=
4 COIN 1 PLAY	Ξ	=	11	1.	11	11	=	Ξ	OFF	OFF	ON	=	=	=	=
,															
1 COIN 2 PLAY	NO	OFF	OFF	OFF	OFF	NO	NO	OFF	OFF	OFF	OFF	OFF	OFF	0 F F	ON
1 COIN 3 PLAY	OFF	ON		. <del>.</del>	н	11	11	=	11	11	Ξ	Ξ	Ξ	Ξ	=
1 COIN 4 PLAY	NO	ON	13	Ξ	11	11	11	=	н	11	++	=	=	=	= '

# 5. Playing Instruction

- o One or two players can play.
- o Insert coin(s), and select one or two player game.

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1 coin - 1 play ... 3 Spaceships (Adjustable)
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- 2 coins 2 plays(1 player game)
  - 1 play (2 player game)
- o Spacehip (yellow) and chaser Missile will appear on the screen.
- o Control the Spacehip by using the Control Lever and clear dots ( ) without colliding into oncoming chaser missiles.
- o By pushing the Thrust Button, the Spaceship can be some distance ahead of the Chaser Missile, but the fuel and bonus points decrease.
- o In two player mode, the play alternates between the two.

# Functional Description of Game:

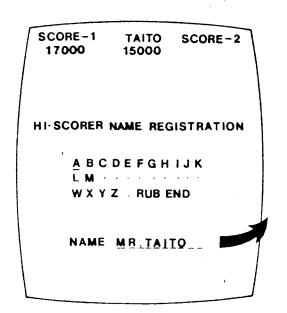
- o Points for a dot increase by 10 points per frame (up to 90 points) every time all dots in a frame have been creared. (Bonus points will be added.)
- o The bonus points are 4,000 points at the game atart, and will decrease by pushing the Thrust Button.
- o Green Zone will appear on the course for accelerating the Chaser Missiles.
- o The second Chaser Missile will appear when the score reaches 10,000 points,
- o Game ends when the lest Spaceship is distroyed by the Chaser Missile.
- o The high-scorer's name can be registered on the screen.

  Any waony wording can be cancelled by pushing the Name

  Reset Button, but the high score will not be cancelled.

### Method:

- (1) The alphabets ("A"-"Z"), "RUB", and "END" will be displayed on the screen. By moving the contrl lever, move the red underline to the alphabet one by one so that the high-scorer's name can by spelled.
- (2) An alphabet on the red underline can be resistered at a time on the screen by pushing the thrust button.
  - "RUB" ... If any wrong alphabet has been registered, move the red underline to the word "RUB", and push the thrust button so that the alphabet will be canceled.
  - "END" ... When finishing the high-scorer's name registration move the red underline to the word "END" and push the thrust button.
- (3) The high-scorer's name register can mode within one and half minutes. After one and half minutes passed, the registration will be automalically stopped. (In total. ten alphabets can be registered.)



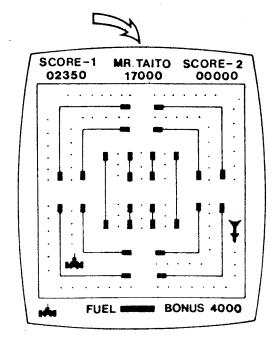


Fig.3

6. Adjustments on Switching Regulator PC Board (See Fig. 4)

Caution: The line voltages should be set within the limit.

Failure to do so may result in destruction of the IC's.

o To check the output voltage, measure them on the G-connector or the T-connector.

(See the attaching cable Block Diagram NO. AAROO196.)

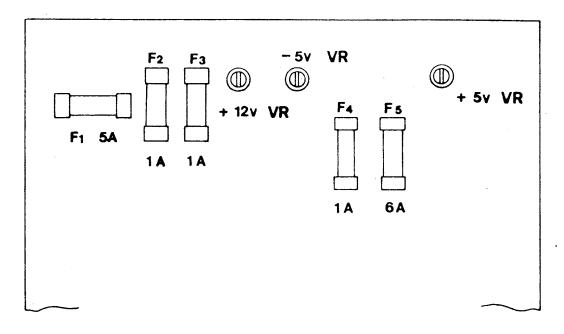


Fig. 4

- o +5V VR ... Pot for adjusting +5V DC line voltage (Adjustment range: +4.5V to +5.5V DC)

  Set approx. +5V.
- o -5V VR ... Pot for adjusting -5V DC line voltage (adjustable range: -5.5V to -4.5V DC)

  Set approx. -5V.

(When the +5V line hes no load, this -5V voltage is not present on the line.)

o +12V VR ... Pot for adjusting +5V DC line voltage

(Adjustable range: +10.8V to +13.2V DC)

Set approx. +12V.

- 7. Adjustments on Game PC Board (See Fig. 5and Table 1)
  - o To decrease the sound, turn each pot ( VR1 -VR4 ) to the derection shown below with arowheads.

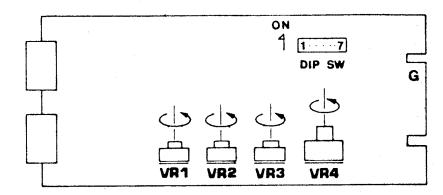


Fig.5

- VR1 ... Pot for adjusting the music sound
- VR2 ... Pot for adjusting the effect sound and the explosion sound
- VR3 ... Pot for adjusting the dot hitting sound
- VR4 ... Pot for adjusting the total sound

Change-over of DIP Switches;

o SW1,SW2 .. Switches for changing the number of spaceships

SW 1	ON	OFF	ОИ	OFF
SW 2	ON	ON	OFF	OFF
Number of Spaceships	3	4	5	6

Table.1

These switches have been preset at "ON" position at the factory. ( 3 spaceships at the game start )

- o SW3-SW6 .. Switches for adjusting solid-state modules

  These switches are for factory adjustments,

  and all of them should be set at "ON" position.
- o SW7 .... Switch for rotating images on the screen

  When the switch is set at "OFF" position, the
  images on the screen will be rotated

  This switch should be set at "ON" position.

# 8. Adjustments on Color Video Monitor (See Fig. 6 )

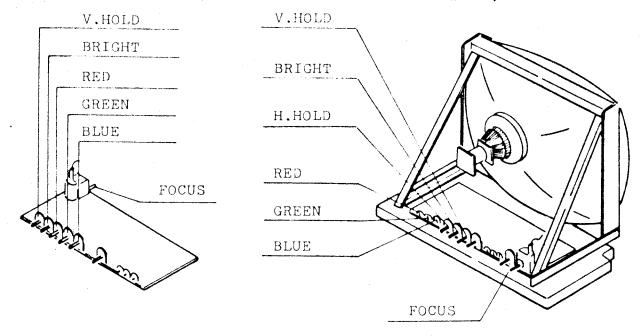


Fig. 6

The video monitor is properly adjusted before shipping, however, if necessary, seadjust as follows:

Caution: Carful adjustments are reguired for the H.Hold and the V.Hold adjustments.

o Horizontal Hold

across the screen.

- Adjust the H.HOLD control if the picture is warpped or broken into diagonal lines.
- o Vertical Hold  $\hbox{Adjust the V.HOLD control if the picture rolls vertically } \\$
- o Screen Brighness

  Adjust the BRIGHT control to keep the screen clear.
- o FOCUS ... Screen Focus Control
- o RED, GREEN, and BLUE ... Color Controls
- Note: (1) Color aberration may occur depending on the setting condition of the machine. In that case, use a degsussing device. Keep magnet away from the screen, otherwise, it may result in color aberration.
  - (2) The color video monitor of Taito "SPACE CHASER" is for exclusive use, therefore, it can not be replaced with that of other models.

# 9. Adjustments of Supply Voltage (See Fig. 7)

If the voltage of the power supply is low, the picture on the screen sometimes gluckers. In that case, change the connection of the power transformer terminals in the cabinet. This adjustment is obtained by using the change-over switch.

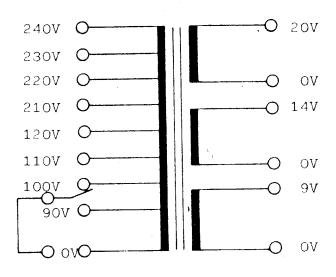


Fig. 7

# 10. Typical Picture During Play (See Fig. 8)

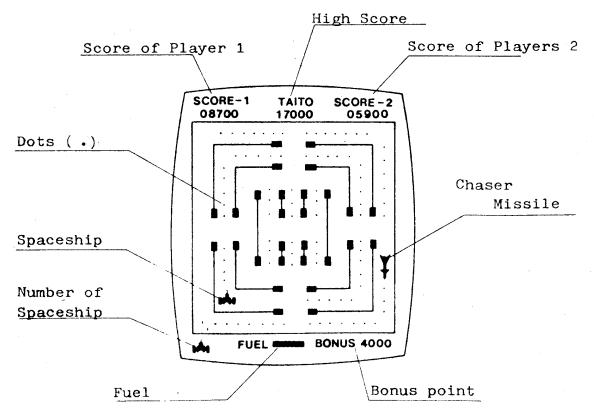


Fig. 8

